AMERICA'S BEST COMICS
Promethea
APR.
NO. 7
BOY--AM I LUCKY! THE PERFECT GIRL, AND SHE'S ALL *MINE!*
=CHOKE= HOW CAN I TELL DIRK THAT I'M NOT THE WOMAN HE *THINKS* I AM?
KLEIN J3 GRAY
ALAN MOORE
J.H. WILLIAMS III
J. VILLARRUBIA
MICK GRAY
JEROMY COX
TODD KLEIN
WAS I A LIVING LEGEND...OR A "LOVE CHEAT?"
wildstorm.com

NEW YORK, 1999:
THANKS FOR FETCHING ME DOWN FROM HIGH FIVE TO THE HOSPITAL, ROGER.
LISTEN, WHAT I SAID? ABOUT YOU LOOKING NICE? THAT WAS MEANT AS A COMPLIMENT...
BOB, YOU WERE STARING AT MY CHEST. I'M UNCOMFORTABLE WITH THAT.
HELL, ROGER, SINCE '95 AND THAT SUFFRAGETTE CITY EPISODE, WE'VE ALL HAD SOME ADJUSTING TO DO! PEOPLE HAVE FEELINGS...
BOB, I DON'T WANT TO EVEN TALK ABOUT THIS. RIGHT NOW, WE HAVE A CRISIS ON OUR HANDS.
MARV'S CRITICAL, THE PAINTED DOLL IS STILL ALIVE, AND KENNETH'S GOING TO PIECES.
WHAT'S HE DONE NOW?
TRY NEW BALLS!
HE WAS MOLESTING SOME UNCONSCIOUS TEENAGER WHEN HE WAS SUPPOSED TO BE GUARDING MARV! I TELL YOU, EVER SINCE HIS DIVORCE...
AND THEN THERE'S THE DOLL. HE'S ALMOST CERTAINLY HEADING FOR THE HOSPITAL TO FINISH MARV OFF. WE NEED LEADERSHIP HERE, BOB.
L22 MARKET
WE PROBABLY EXPECT TOO MUCH OF GEORGE LUCAS...
Weeping Gorilla COMIX ON SALE EVERYWHERE, FROM APEX
SKYBUS
OKAY, OKAY, SO WE THROW A STRICT SECURITY CORDON AROUND THE HOSPITAL. NOBODY GOES IN, OR OUT.
IF WE JUST MAINTAIN A TIGHT PERIMETER, MARV WILL STAY SAFE... UNLESS YOU'VE GOT ANY SNAPPIER IDEAS?
HMM. WELL, LET'S SEE...

SOME CALL IT "THE UNIVERSE."
THE SNAKE IS THE SPIRALLING DNA. IT REPRESENTS ALL EARTHLY LIFE. THE MOONLIT WOMAN IS ALL DREAM AND FANTASY.
DO YOU SEE, SOPHIE? IT'S A WONDERFUL DANCE BETWEEN THE FLESH AND THE IMAGINATION...
...AND SOME CALL IT THE UNIVERSE.
WOW. WH-WHAT ARE THEY?
LET'S MOVE ON. AHEAD ARE MORE EARTHLY VISIONS, EARTHLY IDEAS...

...EARTHLY MEMORIES.
UH...WHO IS HE? HE'S NOBODY FROM MY EARTHLY MEMORIES.
NO, HE'S ONE OF MINE. THIS IS BILL WOOLCOTT, WHEN I...WHEN HE WAS A YOUNG MAN.
HE'S DRAWING PROMETHEA, WITH SO MUCH PASSION THAT, TO HIS SURPRISE, HE CAN PHYSICALLY BECOME PROMETHEA!
BILL HADN'T NECESSARILY EVER WANTED TO BE A WOMAN, BUT I GUESS HE'D ALWAYS WANTED TO BE A GODDESS.
IT WAS SO MUCH FUN, HELPING PEOPLE, HAVING AD-VENTURES...
...FALLING IN LOVE.
PLUS, IT GAVE HIM GREAT MATERIAL FOR HIS COMIC BOOK. CAN'T ARGUE WITH THAT.
THERE WAS THIS F.B.I. MAN WHO KNEW ABOUT PROMETHEA'S EXISTENCE. MORE THAN THAT, HE FELL IN LOVE WITH HER.
THE END
HIS REAL NAME WAS DENNIS DRUCKER.
THE AFFAIR WAS VERY PASSIONATE. YOU HAVE NO IDEA. FOR THE TONED-DOWN COMIC BOOK VERSION, BILL CALLED HIS F.B.I. AGENT DIRK DANGERFIELD.

DENNIS DRUCKER? WASN'T HE THE GUY WHO KI... UH, I MEAN...
OH, HUGH. I'LL BE GETTING TO THAT PART SOON ENOUGH.
LET ME ENJOY TELLING YOU OUR FAIRY-TALE LOVE STORY FIRST.
IT WAS JUST SO PERFECT. DENNIS WAS DECENT, HANDSOME,...AND STRAIGHT. THAT WAS THE DECIDER, IF I'M HONEST.
DENNIS COULDN'T BELIEVE HIS LUCK. HE LOVED THE PERFECT WOMAN, AND THE SEX WAS FANTASTIC.
I MEAN, SEX WITH PROMETHEA AND THERE REALLY ARE FIREWORKS. HUNDREDS OF LITTLE BLUE STARS...
GALLERY OF HORRORS
SIDE SHOW MINSTREL MUSEUM
BUT THE LOVE WAS BETTER THAN THE SEX. IT'S LIKE, A HUMAN MAN, IN LOVE WITH A GODDESS...EVERY MOMENT WE SPENT TOGETHER SEEMED MYTHICAL.
EVERY WORD SHIVERED LIKE STARLIGHT. EVERY KISS WAS TIMELESS. GOD, SOPHIE, HE WAS GREAT. HE WAS SO GREAT.
SO ANYWAY, GUESS WHAT HAPPENED?
UH...THE BUSINESS ABOUT YOU...ABOUT BILL BEING A GUY.
DENNIS FOUND OUT?
SIDE SHOW-MINSTREL-MUSEUM
SIDE SHOW 25
FOR LADIES
WELL, YOU'D BETTER LOOK INSIDE HERE AND SEE FOR YOURSELF, BUT BASICALLY, YEAH...

DENNIS FOUND OUT.
OH GOD.
GOD, THAT'S SO AWFUL.
YES. AND WHAT'S MOST AWFUL IS THAT IT CAME OUT OF NOTHING EXCEPT OUR LOVE.
THAT WONDERFUL, BURNING, HOLY THING. IT DESTROYED BOTH OF US.
BOTH OF YOU? WH-WHAT HAPPENED TO DENNIS?
TAKE A LOOK AND SEE.
IT'S LIKE CHARLTON SENNETT'S AFFAIR WITH PROMETHEA, WHEN SHE WAS ANNA. THESE THINGS NEVER END WELL.
OH.
OH, THAT'S TERRIBLE. HOW LONG HAS HE BEEN...?
NEARLY THIRTY YEARS. THIRTY YEARS, BOUND AND PECKED AT, EATEN BY HIS MEMORIES.
PROMETHEA WAS EVERYTHING TO HIM, AND HE KILLED HER. HE LOVED ME, SOPHIE.
HE REALLY, REALLY LOVED ME.

THAT POOR MAN. IF HE HADN'T BEEN SO BIGOTED ABOUT...
NO. DON'T BLAME DENNIS. I'D NEVER TOLD HIM ABOUT BILL. I WAS BEING DISHONEST AND I KNEW IT.
IT'S JUST, WE WERE SO HAPPY, I...
OH, COME ON. LET'S GET OUT OF HERE.

YOU KNOW, YOU DIDN'T NEED TO SHOW ME THAT. I MEAN, IF IT WAS GOING TO UPSET YOU...
OH, BUT IT WAS IMPORTANT YOU SHOULD SEE. YOU HAVE TO UNDERSTAND THE DANGERS OF THE EARTHLY REALM, OF GETTING TOO ATTACHED TO IT...
...OF LOVING IT TOO MUCH.
IS THAT POSSIBLE? TO LOVE THE WORLD AND PEOPLE TOO MUCH?
WELL, PERHAPS NOT. AFTER ALL, YOU'RE PROMETHEA NOW. YOU'RE SUPPOSED TO BRING THE LIGHT OF PURE SPIRIT DOWN TO FREE EARTHBOUND HUMANITY.
TO DO THAT, I GUESS YOU HAVE TO LOVE HUMANITY FIRST.
BUT REMEMBER, YOU'RE NOT THE FIRST TO TRY TOUCHING THE MORTAL CLAY WITH THE FLAME OF THE IMMORTAL SOUL.
YOU'RE NOT THE FIRST FIRE-BRINGER.
DID YOU EVER WONDER WHY OUR HEROINE'S FATHER CHOSE THAT PARTICULAR NAME FOR HIS ONLY DAUGHTER?
PROMETHEA? WELL, I LOOKED IT UP, AND ALL I FOUND WAS, IT'S THE NAME OF THIS SPECIES, THE PROMETHEA MOTH...
...AND THE FEMINIZED NAME OF ANOTHER GREAT STORY-BOOK FIGURE WHO TRIED BRINGING HEAVENLY FIRE TO ILLUMINATE MANKIND'S DARK EARTH.
ALL I'M SAYING IS SOPHIE, MY CHILD PLEASE BE CAREFUL.
BE CAREFUL...

...AND BE WARNED.
JEEZ. THEN THE MYTH ABOUT THE CHAINS, AND THE ROCK, AND THE FEASTING BIRD...
...IT'S ALL TRUE.
ALL MYTHS ARE TRUE, SOPHIE. GIVEN THAT THEY LAST LONGER, THEY'RE EVEN TRUER THAN THE SO-CALLED "REAL WORLD."
SPEAKING OF WHICH, IT SEEMS WE'RE FINALLY HERE. ISN'T THIS YOUR HOSPITAL?

I-I GUESS SO. IT SORT OF LOOKS LIKE IT.
WHO ARE THAT CROWD OF PEOPLE OVER THERE? THEY'RE ALL UNREAL-LOOKING, LIKE US.
I DON'T KNOW. THEY LOOK LIKE HUMAN PERSONALITIES, BUT WHY THERE SHOULD BE SUCH A CROWD OF THEM HERE, I CAN'T IMAGINE.
THERE MUST BE FORTY, AT LEAST...
HM. WELL, WE GOT THIS MULTIPLE-PERSONALITY MAYOR IN NEW YORK, BUT HE WOULDN'T BE ANYWHERE AROUND THIS HOS-PITAL.
OH, HEY, I THINK THAT'S MARY FROM THE FIVE SWELL GUYS. THEY'RE, LIKE, THESE SCIENCE HEROES?
HE MUST BE VERY ILL. HIS SPIRIT LOOKS AS IF IT'S WONDERING WHETHER TO LEAVE.
COME ALONG...
THIS IS WHERE I HAVE TO SAY GOODBYE. YOUR BODY'S RIGHT THROUGH THAT WALL.
TAKE CARE, SOPHIE. YOU'VE GOT A LOT OF TROUBLE LINED UP FOR YOU.
I--I WILL. HEY...EVERYTHING'S CHANGING AGAIN, THE WAY IT LOOKS.
THANKS FOR EVERYTHING, BILL. I'LL SEE YOU SOON.
...SAYING I'M A BAD MOTHER? LISTEN, RAISING SOPHIE WITHOUT A DAD, YOU HAVE NO IDEA WHAT IT WAS LIKE...
TRISH, NEITHER HAVE YOU. SOPHIE HAD A NEW DAD EVERY OTHER FRIDAY. ACTUALLY, ME AND THE OTHER KIDS USED TO ENVY HER.

YOU LITTLE £$%&!
YOU KNOW, SOPHIE WAS FINE UNTIL SHE MET YOU! ALL THAT DEATH-METAL SHE LISTENS TO ..
OH, YOU THINK YOU'RE... ALL THE TIME, IT'S SO GODDAMN SMART YOU THINK YOU ARE!
TRISH, YOU SING ALONG WITH "HI-HO SILVER LINING" WHEN YOU'RE DRUNK. NEED I SAY MORE?
WELL, Y'KNOW, I'VE MASTERED BASIC SENTENCE CONSTRUCTION.
SEE, THE THING WITH YOU TRISH, IS YOU'RE...
SOPH! YOU'RE OKAY! WHERE HAVE YOU BEEN?
LOOK, I'M FINE, OKAY? JUST GET OFF ME A MINUTE...
OH, YOU'RE FINE? I COME ALL THE WAY HERE AND YOU'RE JUST TAKING A NAP, HUH?
YOU'RE BOTH JERKS.
NOW PLEASE SHUT UP.
I MEAN, YOU COLLAPSED! SOPHIE, IF THIS IS SOME DRUG THING, LIKE "E" OR "K" OR "J" OR WHATEVER, I WANT YOU TO TELL ME.
ARE YOU WHAT THEY CALL A "CHRONIC" 2
MOM, I'M...
WHUDOOM
HEY, WHAT THE HELL WAS THAT? THE WHOLE PLACE SHOOK...
WE DON'T KNOW. YOU JUST STAY IN YOUR ROOM.
IT SOUNDED LIKE IT CAME FROM THE HOSPITAL FORECOURT, OUT FRONT...

JEEZ. WHAT HAPPENED? IT SOUNDED LIKE AN EXPLOSION...
IT WAS THE PAINTED DOLL. HE TOSSED A TEDDY-BOMB INTO THE CROWD. LUCKILY, I TOOK MOST OF THE BLAST, BUT THERE'S SOME WOUNDED.
WHERE'S MAYOR BASKERVILLE?
HE'S OVER HERE, COWERING AS USUAL!
Rudy, don't be so HARD on Sonny! He's UPSET!
Both of you shut up! After all, I'm his Mom!
UH... THE MAYOR'S FINE. I'LL GET HIM INSIDE TO SAFETY.
BOOT MAKE SURE HE STAYS THERE
THE REST OF US BETTER FALL BACK TO GUARD MARY'S ROOM.
I'VE GOT A FEELING THAT THE NEXT HOUR IS GOING TO BE BUSY.
UH... MR. SOLOMON? THAT EXPLOSION... WAS THAT SOMETHING YOU DID?
NO. I'VE NO IDEA WHOSE THAT WAS STILL. IT WON'T BE ALLOWED TO MESS UP THE CONTRACT
NOT THIS TIME
HAND ME THE AURA-GOGGLES.
SURE.
UH... THIS CONTRACT. I GUESS YOU'RE SENDING IN A LOT OF YOUR GUYS, RIGHT?
THIS LITTLE BITCH MAIMED TWO OF MY BEST "GUYS." SHE MADE ME LOOK BAD IN FRONT OF THE TEMPLE.
SO ALL THINGS CONSIDERED, THAT SHOULD PRETTY MUCH ANSWER YOUR QUESTION.
ALL OF THEM, ERNIE...

I'M SENDING ALL OF THEM
NEXT:
GUYS AND DOLLS

IMAGINARY LINES

Write to us at 7910 Ivanhoe Ave., Suite 438, La Jolla, CA 92037, email: promethea@wildstorm.com. All letters appreciated!

PROMETHEA 7
CAST AND CREDITS:
Promethea and
the Universe:
AUDREY CAUSILLA

Sophie Bangs:
JEANNIE LOBATO

Bill Woolcott:
DOUGLAS BAYNE DIRK
DANGERFIELD/DENNIS

Drucker:
TOM BURKE

Prometheus, Taurus and
monumental figures:
PAWEL
PAGAN-PILKORSKI

Aquarius:
ALAN FLUHARTY

Marv:
EVERETT BOYD

Crowd:
CARLOS, LISA,
ELENA AND
SARAH TAYLOR,
NACHO MUÑOZ-SANJUÁN
AND ALEKSEY
ZOLOTARYOV

Digital snake and
Promethea moths:
ALEKSEY ZOLOTARYOV

Hair and Makeup:
GREGORY MALONE

Wigs courtesy of
MATTHEW AND INGRID HAIR
REPLACEMENT

Promethea's costume by
TODD DOUGLASS

Straight Jacket and
Padded Cell:
DAVID PAGE

BackGround research:
FEHL CANNON

Special thanks to
JAE LEE, J. H. WILLIAMS,
ARTURO, ALVARO,
LUZ AND ALEJANDRO
VILLARRUBIA,
LUZ J. MOMEDIANO, DAVID
DRAKE,
STEVE KENT AND STEPHEN
JOHN PHILLIPS.

J.H. WILLIAMS III
and MICK GRAY
Cover art

WILDSTORM FX
Cover color

TODD KLEIN
Cover logo and design

JIM LEE
Editorial Director

JOHN NEE
VP & General Manager

SCOTT DUNBIER
Group Editor

Some things just have a certain feel to them. Maybe it's quality. Maybe it's some sense of resonance. Maybe it's just imagination. Whose imagination, I'm not sure. I'd prefer to think it's not just MY imagination.

I vividly recall opening the first issue of *Warrior* magazine and reading "A Dream of Flying." That episode had a feel to it that I hadn't encountered in a comic book before, and have encountered all too rarely since. It was one of those pivotal life moments; a small, trivial one to be sure, but one that definitely ADDED something worth adding to life, at a time when all too many of the things I was experiencing were at best neutral, and all too often the very opposite of "life-enhancing." Britain in the 80s: shudder. I didn't know who the guy who flew out of the power station was, but somehow I knew his story was going to be important to me. An irrational conviction, but one that proved accurate.

And that story wasn't just important to me: I recently discovered a work colleague is an ex-comics fan, and when I mentioned *Warrior* magazine to him the first thing he asked was if I remembered "A Dream of Flying."

Which brings me to *Promethea*. Of all the ABC titles — and, yes, I get them all- *Promethea* is the one with that feel'. I have an irrational conviction that there's something going on there that isn't explicit in the narrative yet, and that Promethea's story is going to be as important to me in this new century as Marvelman's (for some — probably sad — reason neither I nor my mate at work can ever bring ourselves to call him "Miracleman") was to me nearly 20 years ago. God, has it really been THAT long?

Maybe there's a resonance there. Maybe it's simply the quality. Maybe it's just my imagination. I'd prefer to think that it's simply that Alan Moore knows what he's doing.

Thanks, man.

"A Caven McColl"

Somewhere in the U.K

Yes, we can definitely state for the record that Alan knows what he's doing. Or he's doing a marvelous job of winging it, which, realistically, is just as good, isn't it? There's nothing like creativity on the fly.

And by the way, feel free to use your real name when you write us. The chances of anyone being hunted down like a dog because of his or her support of an exceptional piece of work like *Promethea* are... well, okay, stick with the pseudonym. There are forces afoot in this world that hate art, aren't there?

Hi Gang,

Just a quick note to say thanks for *Promethea*. Issue #5 brought tears to my eyes. The End of the World will indeed do. I have read every word of Alan Moore's I could get my hands on in the last dozen or so years, and am profoundly grateful for his work, which is a benediction. I have admired the many artists he's collaborated with, seeing the synergistic sparkle of unadulterated genius many times. Here it is again! *Promethea* is beautiful, wonderful, and so much more alive than much of the so-called world it is helping to end.

Blessings,

Kelly Evans

Very well put, Kelly. Thank you for the blessings. You're right, something about collaborating with Alan seems to bring out the best in the artists who work on his tales. And, judging by the mail we get, his writing brings out the best in his readers as well, which is truly a gift.

Dear Promethea crew,

Now this is what I have been waiting for. *Promethea 5* finally gave us loyal readers a highly intriguing and extremely insightful look into the world of Immateria and as a bonus delivered some nicely balanced character interaction and lovely pieces of dialogue that only a writer like Alan Moore could come up with. I would even go so far as to say this is the best issue thus far.

The most enjoyable part about the issue at hand was that basically nothing happened, with Sophie and Margaret doing nothing more than making a journey through the Immateria and discussing things as they went along. It has been a long time since I've read a comic book like this, with hardly any action of the battling kind at all and only powerful dialogue instead. It's almost like most new writers these days know that this is exactly the kind of stories the readers enjoy most, but they've forgotten exactly how to write them. That way, they mostly end up with twenty-something pages full of silly dialogue that does nothing but state the obvious and forces all the facts down the readers' throats. Fortunately, this issue showed how it can and should be done.

Said journey through the Immateria wasn't only a very clever piece of writing, it also proved to be a good way to lay down the basic rules of this comic book series' world, universe and reality. It was, in a way, also paving the road for upcoming issues, giving tiny and subtle glimpses of ideas and concepts that undoubtedly will return somewhere further down the road. Still, I think that after these first five issues of the book, which basically were somewhat introductory, now is the right time to shift into a higher gear and focus on Sophie. She's been running and jumping into one roller coaster ride after the other and that approach will not work in the long run. Sophie is the main character, so she should be given the chance to really shine in that role. Right now, she's still too much of a supporting character.

In short, focused storytelling is the key, but if this very issue is any indication of what's to come, nobody needs to be worried about focused storytelling. Things are looking good, so thumbs up on *Promethea #5*.

Olav Beemer
Zeist, The Netherlands

We're glad to have overcome some initial misgivings about *Promethea*'s direction, Olav. You said before that you didn't want to just see one fight after another, and that definitely is not what Promethea has been about. Now you say you want to see Sophie come into her own, and it's safe to promise that you won't be disappointed.

Among all the (much-deserved) praise that *Promethea* has had heaped upon it, one aspect seems to have been overlooked. Yes, of course, we see the rich back-story of the various incarnations of *Promethea*, and the wonderfully envisioned world of the Immateria. But nobody's mentioned the city of New York itself... and that's a crying shame.

It's 1999, both here and in the world of Sophie Bangs — but her 1999 is the one envisioned in countless World's Fairs and in the optimistic predictions of *Popular Mechanics*. Flying cars, automatic medicine, and media everywhere... a glittering construction of neon lights that reminds one of Blade Runner. It's a gorgeous backdrop to this story of the imagination, a city crafted from imagination itself. Icing on the cake, of course, but well worth a look in and of itself.

Sincerely,
John Seavey

Isn't that what the real New York is like, John? We get a bit spoiled out here on the sunny coast, and we forget to check out the rest of the world sometimes. Maybe we can arrange a fact-finding junket for the America's Best Comics editorial staff.

Hello,

Promethea just keeps getting better, the art as well as the story. Please consider an appearance by the poet William Blake in one of the historical interludes.

"Every thing possible to be believ'd is an image of the truth." WB

McCamy Taylor

Consider him considered. We had, in fact, forgotten those great *Promethea* sonnets Blake wrote in 1801 and 02. Our deepest appreciation for the reminder.

Hello,

I want to add myself to the list of Promethea fans. It's the only ABC series I follow, I mean, I've read some of the others and all of them are thorough and well thought out, but there's something about this one. I guess it's much easier for me to relate to the *Promethea* character than to any of the others. Being an incorrigible dreamer, myself, I can relate to Sophie Bangs (although that last name... ugh), even though I'm older and hairier. And Promethea, herself, is a mythic representation of a Self-Realized individual, which appeals strongly to me as a dreamer.

O.K., now to the nit-picking section of this missive. I'm surprised nobody has noticed this, or that you've managed to avoid mentioning it. The article "THE PROMETHEA PUZZLE: An Adventure in Folklore" in the back of issue 1, the death of Steven Shelley from cancer was dated "in the spring of 1996". However, on page 23 his wife, Barbara, claimed that he died in 91.

Just thought I'd mention it.

Arash Shahangian

Mistake, or cleverly planted clue to some deeper mystery? We're not telling — we'll just point out that in a story that's largely about imagination, and the lies told by storytellers in the service of the tale, you shouldn't take anything for granted.

Either that, or we messed up.

And by the way, Alan is also older and hairier than Sophie — it's not an unheard of condition. You'll be fine.

NEXT ISSUE:

Sophie's apprenticeship as Promethea comes to an end, and she finds herself tested by fire — in the form of the Goetic demons of Benny Solomon. And those all-time favorites, science heroes The Five Swell Guys, return for this spine-tingling supernatural spectacular!

HOW ABOUT WE JUST CHANGE ALL THE BUSINESS STATIONERY TO "FOUR SWELL GUYS"?
HEY! WHAT THE HELL IS THIS? WHERE'D ALL THESE PEOPLE COME FROM?
WE LOVE YOU, SONNY!
SONNY FOR NYC'S NIGHT-MAYOR!
QUIT HOUNDING BAKER-VILLE!
42 PERSONALITIES AND THEY ALL SUCK!
SOUTH TOWER HOSPITAL
MULTIPLE PERSONALITY SUFFERERS BACK SONNY
YES THEY DO!
NO THEY DON'T!
MAYOR, SHMAYOR. WE WANT CONTROL!
WOOF WOOF! SONNY'S DOGGIN'!
TEXTure
MAYOR BASKERVILLE'S TRYING TO UP HIS RATINGS WITH A HOSPITAL VISIT.
YOU GOT THE PRO AND ANTI DEMONSTRATORS BOTH TURNING OUT FOR IT...
GREAT SECURITY CORDON, BOB! THE DOLL COULD BE ANYWHERE IN THIS CROWD!
LOOK, WE'LL FIND THE OTHERS AND WORK SOMETHING OUT, OKAY?
EXCUSE ME I'M PATRICIA BANGS? THEY SAID MY DAUGHTER WAS HERE...
END ROOM.
IS SOPHIE IN HERE...?
OH. IT'S YOU. WHAT'S THE MATTER WITH SOPHIE? HAVE YOU BEEN GIVING HER DRUGS?
TRISH. YOU SHOWED UP.
BOY, I'LL BET THERE'S SOME DISAPPOINTED SAILORS IN TOWN TONIGHT.
LOOK, I DON'T HAVE TIME FOR YOUR CRAP, OKAY? THE COLLEGE LEFT A MESSAGE, SAID SOPHIE HAD COLLAPSED...
YEAH. SHE WAS VISITING SOMEBODY HERE...
...SOMEBODY SHE'D INTERVIEWED FOR HER TERM PAPER...AND SHE PASSED OUT.
OH GOD, NOT THAT STUPID FAIRYTALE THING SHE KEPT GOING ON ABOUT! I TOLD HER SHE'D GET A NERVOUS BREAKDOWN!
SOME JUNK ABOUT A WOMAN. PRIMORDIA, SOMETHING LIKE THAT..
PROMETHEA

Printed in the USA. ABSOLUTE PROMETHEA. Published by America's Best Comics, LLC. Editorial Offices: 7910 Haskell Ave., Van Nuys, CA 91406-1873. Prometheus is ™ and © 2000 America's Best Comics, LLC. All Rights Reserved. Any similarities to persons living or dead is purely coincidental. PRINTED IN CANADA.

ALAN MOORE
WRITER

J.H. WILLIAMS III
PENCILLER

MICK GRAY
INKER

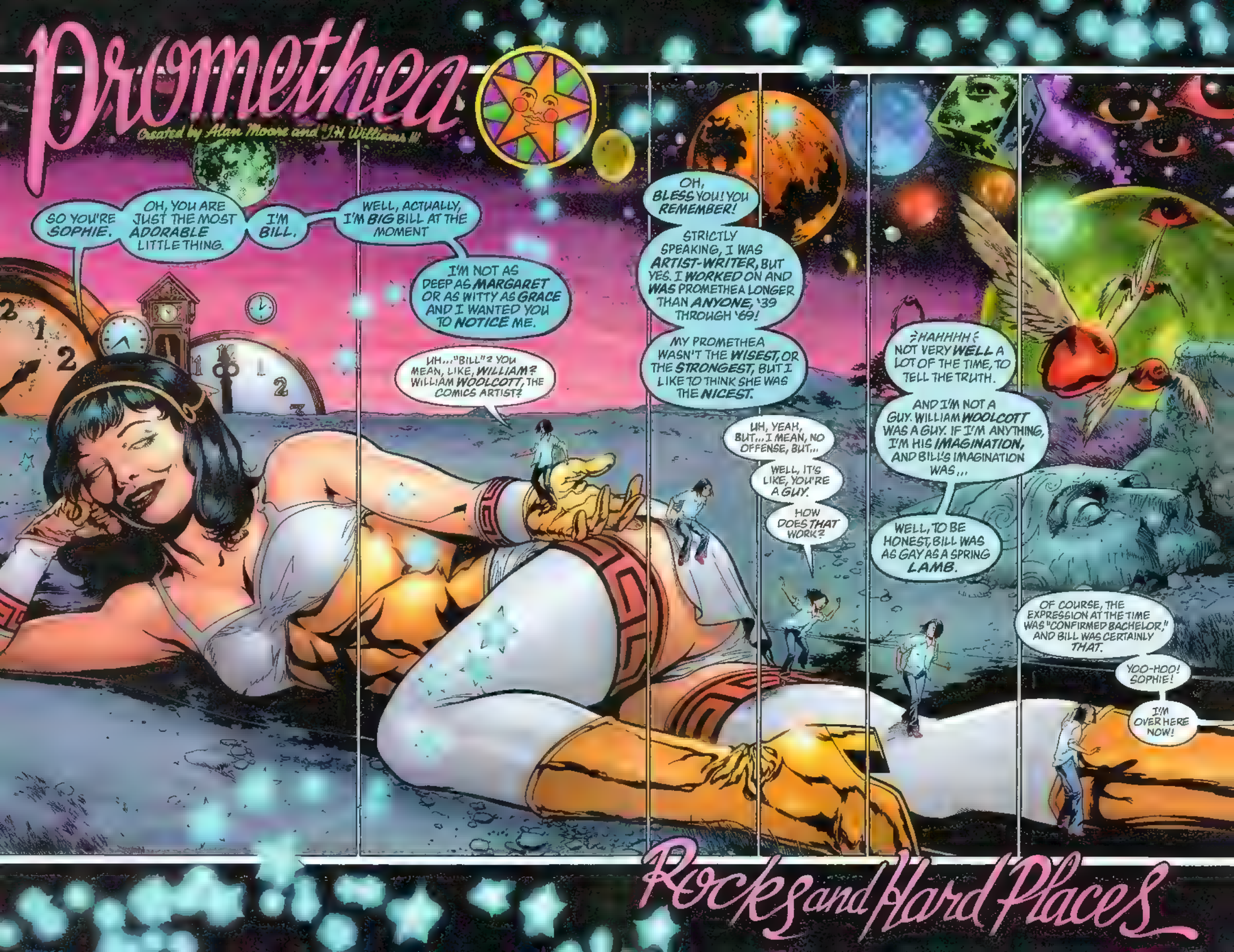
JOSE VILLARRUBIA
DIGITAL ARTIST

JEROMY COX
COLORIST

TODD KLEIN
LETTERER

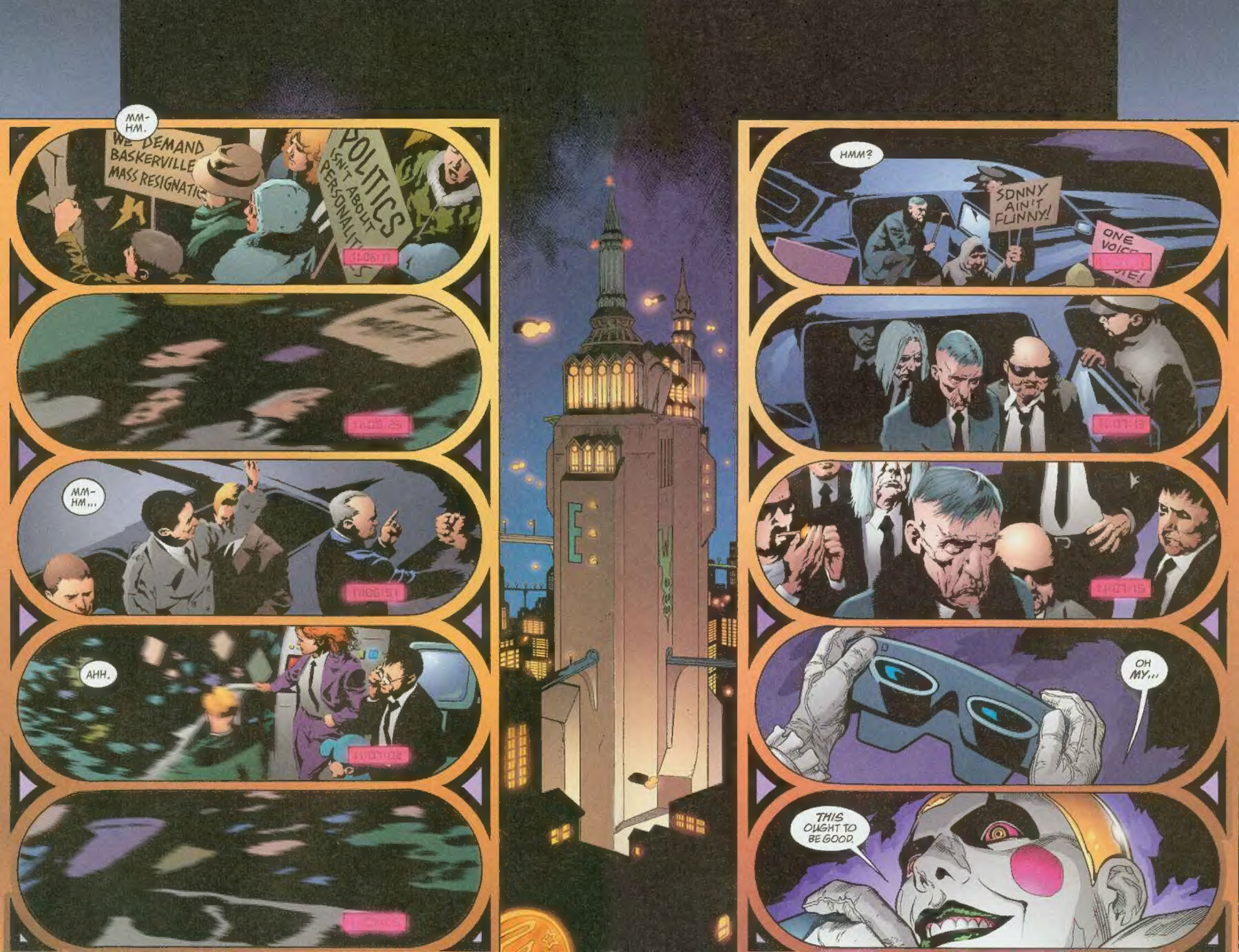
JEFF MARIOTTE
ASSISTANT ED.

SCOTT DUNBIER
EDITOR


Promethea
Created by Alan Moore and J.H. Williams III
SO YOU'RE SOPHIE.
OH, YOU ARE JUST THE MOST ADORABLE LITTLE THING.
I'M BILL.
WELL, ACTUALLY, I'M BIG BILL AT THE MOMENT
I'M NOT AS DEEP AS MARGARET OR AS WITTY AS GRACE AND I WANTED YOU TO NOTICE ME.
UH..."BILL"? YOU MEAN, LIKE, WILLIAM? WILLIAM WOOLCOTT, THE COMICS ARTIST?
OH, BLESS YOU! YOU REMEMBER!
STRICTLY SPEAKING, I WAS ARTIST-WRITER, BUT YES. I WORKED ON AND WAS PROMETHEA LONGER THAN ANYONE, '39 THROUGH '69!
MY PROMETHEA WASN'T THE WISEST, OR THE STRONGEST, BUT I LIKE TO THINK SHE WAS THE NICEST.
UH, YEAH, BUT... I MEAN, NO OFFENSE, BUT...
WELL, IT'S LIKE, YOU'RE A GUY.
HOW DOES THAT WORK?
=HAHHHH= NOT VERY WELL A LOT OF THE TIME, TO TELL THE TRUTH.
AND I'M NOT A GUY. WILLIAM WOOLCOTT WAS A GUY. IF I'M ANYTHING, I'M HIS IMAGINATION, AND BILL'S IMAGINATION WAS...
WELL, TO BE HONEST, BILL WAS AS GAY AS A SPRING LAMB.
OF COURSE, THE EXPRESSION AT THE TIME WAS "CONFIRMED BACHELOR," AND BILL WAS CERTAINLY THAT.
YOO-HOO! SOPHIE!
I'M OVER HERE NOW!
Rocks and Hard Places

UH...YEAH. YEAH, I GUESS YOU ARE.
HOW DO YOU DO THAT WITH THE SIZE AND THE TWO PLACES AT ONCE AND EVERYTHING?
OH, WELL, MINE WAS ALSO SORT OF THE SILLIEST PROMETHEA. ALWAYS GROWING TO A GIANT OR VISITING TOYTOWN.
ACTUALLY, I DIDN'T THINK IT WAS SILLY. I THOUGHT IT WAS PLAYFUL. IT WAS MEANT FOR CHILDREN...
WELL, Y'KNOW, I READ A COUPLE OF ISSUES FOR MY COLLEGE TERM PAPER. I REALLY LIKED THEM.
UH... BIG BILL'S STILL BACK THERE BEHIND US.
OH, SHE'LL FADE AWAY EVENTUALLY.
SO, HOW ARE YOU FINDING THE IMMATERIA?
I-IT'S SCARY, BUT I SORT OF LIKE IT.
I MET MARGARET, THEN GRACE. THEY TAUGHT ME ABOUT STUFF, LIKE THE IMPORTANCE OF BEING COMPASSIONATE, THE IMPORTANCE OF BEING SMART...
MM. THE CUP AND THE SWORD. GOOD.
SO, WHAT DO YOU KNOW ABOUT COINS?
WHAT, YOU MEAN LIKE MONEY?
WELL, NOT EXACTLY. YOU COULD CALL THEM COINS, OR PENTACLES OR DISCS. THEY'RE ONE OF THE FOUR MAGICAL WEAPONS.
WANDS, CUPS, SWORDS AND COINS. FIRE, WATER, AIR AND EARTH. YOU'RE GOING TO NEED ALL FOUR ELEMENTS.
ELEMENTS? BUT YOU SAID I NEEDED FOUR WEAPONS...
FOUR ELEMENTS, FOUR MAGICAL WEAPONS, FOUR ESSENTIAL HUMAN QUALITIES...THEY'RE ALL THE SAME THING, IN A WAY.
SPIRIT, COMPASSION, INTELLECT AND PHYSICAL EXISTENCE. YOU NEED THEM ALL TO BE PROMETHEA... OR TO BE HUMAN.
I WAS THE MOST HUMAN, THE MOST EARTHLY OF ALL THE PROMETHEAS. ALL THE GIRLS. ACTUALLY, THAT WAS ALWAYS MY BIGGEST PROBLEM.
IT MUST BE WHY THEY'VE CHOSEN ME TO TEACH YOU ABOUT EARTHLY MATTERS. ABOUT DISCS.
ABOUT COINS.
BECAUSE YOU WERE MOST INVOLVED WITH THE PHYSICAL WORLD?
HONEY, INVOLVED ISN'T THE WORD. I WAS IN LOVE WITH THE PHYSICAL WORLD!
ALL THAT FLESH AND SENSATION. TO ME, IT WAS LIKE AN IRRESISTIBLE FUN-FAIR...
...A CARNIVAL...
...A ROADSIDE ATTRACTION.
COME AND PLAY THE SLOTS!
YALL'R WELCOME.
MORTAL COIL BAR & GRILL
FREE PARKING
LAST REST STOP BEFORE REALITY!
ROUTE 32

UH...SO, LIKE, WHAT IS THIS PLACE?
WELL, WE'RE PRETTY FAR ALONG THE ROAD THAT LEADS DOWN INTO MATTER, AND THIS IS A KIND OF DRIVE-THROUGH ALLEGORY ALONG THE WAY.
ALL YOU CAN CONSUME IN ROUGHLY SEVENTY YEARS
IT'S HOW MATERIAL EXISTENCE LOOKS FROM UP HERE.
THIS LOOKS MORE LIKE A THEME PARK THAN A DINER. DON'T THEY DO ANY FOOD HERE?
BDUMP
WELL, THEY HAVE VARIOUS KINDS OF SUSTENANCE ON DISPLAY.
ALL THE THINGS THAT KEEP PEOPLE GOING ON THEIR WAY THROUGH LIFE. ALL THE THINGS WE HAVE A TASTE FOR.
LIFE'S A RUNNING BUFFET... AND HONEY, I DO MEAN RUNNING.
SO COME ON: WHAT DOES SOPHIE BANGS WANT ON HER PLATTER? MAYBE A HUSBAND? SOMEBODY TO LOVE? PERHAPS KIDS ONE DAY?
IT'S A VERY POPULAR CHOICE. MAYBE A FAMILY WOULD GIVE YOU THE PURPOSE YOU WERE LOOKING FOR.
MATH
SCIENC
OR MAYBE MONEY WOULD HELP MAKE SENSE OF THINGS.
OR SEX. LOSE YOURSELF IN PLEASURE AND FORGET EVERYTHING ELSE. THAT WAS ALWAYS THE BIG ONE WITH ME.
YOU COULD BE AN INTELLECTUAL AND JOIN THE LITERATI.
YOU COULD BE A DRUNK AND JOIN THE OBLITERATI.
WH-WHAT IF YOU DON'T CHOOSE ANY OF THE DISHES?
POETRY
WHY THEN, CHILD, YOU WILL BE HUNGRY. AND YOU WILL BE HUNGRY FOR THE LONGEST TIME.
IT'S MORTAL EXISTENCE AS FAST FOOD, SOPHIE. IT'S COMFORT EATING, WITH LOVE AND WEALTH AND FAME AND HAPPINESS ALL NO MORE THAN A SUGAR RUSH.
IT'S LIFE, SOPHIE.
TO GO.
BDUMP
WOHH. L-LISTEN, THAT WAS KIND OF INTENSE. CAN WE STOP THIS THING FOR A WHILE AND WALK? I'M GETTING MOTION SICKNESS.
MMM. WELL, LIFE WILL DO THAT.
WE CAN GO THE REST OF THE DISTANCE ON FOOT. THE MATERIAL WORLD ISN'T FAR FROM HERE.
IF THE WIND'S RIGHT, YOU CAN ALMOST SMELL THE SULPHUR...


MM-HM.
WE DEMAND BASKERVILLE MASS RESIGNATIO
POLITICS ISN'T ABOUT PERSONALIT
MM-HM...
AHH.
HMM?
SONNY AIN'T FUNNY!
ONE VOICE
OH MY...
THIS OUGHT TO BE GOOD.

B-BILL?
SOMETHING BAD'S HAPPENING, BACK IN THE REAL WORLD. I CAN FEEL IT...
UH-UH. YOU MEAN IN THE MATERIAL WORLD, NOT THE REAL WORLD. IT'S ALL REAL, HONEY.
STILL, IF YOU'RE WORRIED, WE OUGHT TO HURRY BACK THERE. MATTER ISN'T FAR AHEAD NOW. IT'S SYMBOLS ARE ALL AROUND US.
ANYWAY, IT'S GOOD YOU'RE CONCERNED ABOUT THE PHYSICAL WORLD. AFTER ALL, IT'S JUST AS PRECIOUS AS THE IMMATERIA.
SURE, MATTER'S THE LOWEST PLANE, FURTHEST FROM EXISTENCE'S STARTING POINT IN THE PURE ESSENTIAL WORKING THAT IS GOD.
ON THE OTHER HAND, YOU COULD SEE EARTH AS THAT WORKING'S FINAL RESULT; ITS ULTIMATE PURPOSE.
WHAT'S IMPORTANT IS UNDERSTANDING THAT MIND AND MATTER AREN'T SEPARATED. THEY'RE JUST DIFFERENT POINTS IN ONE SYSTEM, DIFFERENT STOPS ON ONE HIGHWAY.
CHANGING THE WORLD'S AS EASY AS CHANGING YOUR MIND. IT'S JUST THAT MATTER'S THICKER AND MORE VISCOUS THAN IMAGINATION, SO IT TAKES LONGER...
OH, I'M SORRY. I'M DRONING, AREN'T I?
TRUE LOVE
MISS A TURN
BLIND CHANCE
13 17 13
INCOME TAX
ACHIEVE SAINTHOOD
PRAYER
GO TO JAIL
NO! NO, REALLY, YOU'RE NOT. THERE'S JUST SO MUCH TO UNDERSTAND...
AWW! YES, IT CAN BE OVERWHELMING AT FIRST. IDEALLY, YOU SHOULD FIND A MAGICIAN WHO CAN TUTOR YOU.
PERSONALLY, I ALWAYS SORT OF LIKED JACK FAUST. HE COULD TELL YOU ALL ABOUT THE SPHERES, ABOUT THE THIRTY-SECOND PATH.

YEAH, I KEEP NOTICING THAT ROUTE 32 SIGN. WHAT IS THAT?
THERE'S 32 POINTS IN THE WHOLE SYSTEM: 10 SPHERES, 22 PATHS. ROUTE 32 IS THE PATH CONNECTING MATTER AND IMAGINATION.
IN SOME WAYS, IT'S THE MOST IMPORTANT PATH. LIKE I SAY, YOU SHOULD FIND A MAGICIAN TO HELP WITH THIS STUFF.
ROUTE 32
...OR FAILING THAT, I SUPPOSE YOU COULD ALWAYS ASK THE SNAKES.
THE SNAKES? WHAT, YOU MEAN THE ONES ON THE CADUCEUS, OR...?
WAIT A MINUTE. WH-WHAT'S GOING ON WITH THE LANDSCAPE?
IT'S ALL GETTING SORT OF HYPER-REAL...
...AND SO ARE WE! GOD, WHAT'S HAPPENING? EVERYTHING HAS THIS DIAMOND CLARITY...
MM. GRACE AND BARBARA SAY IT'S LIKE DRUGS, BUT I NEVER TOOK DRUGS, SO I WOULDN'T KNOW.
IT'S JUST THE THIRTY-SECOND PATH, TAKING US CLOSER TO MATERIAL REALITY, SO EVERYTHING SORT OF CRYSTALLIZES.
IT'S BEAUTIFUL. I GUESS THIS THIRTY-SECOND PATH IS THE SCENIC ROUTE?
WHAT THINGS LOOK LIKE ISN'T AS IMPORTANT HERE AS WHAT THEY SYMBOLIZE.
AS FOR WHAT THIS PATH SYMBOLIZES... WELL, IT HAS A NAME, AS WELL AS A ROUTE NUMBER.
SOME TRADITIONS CALL THIS PATH "THE WORLD"...